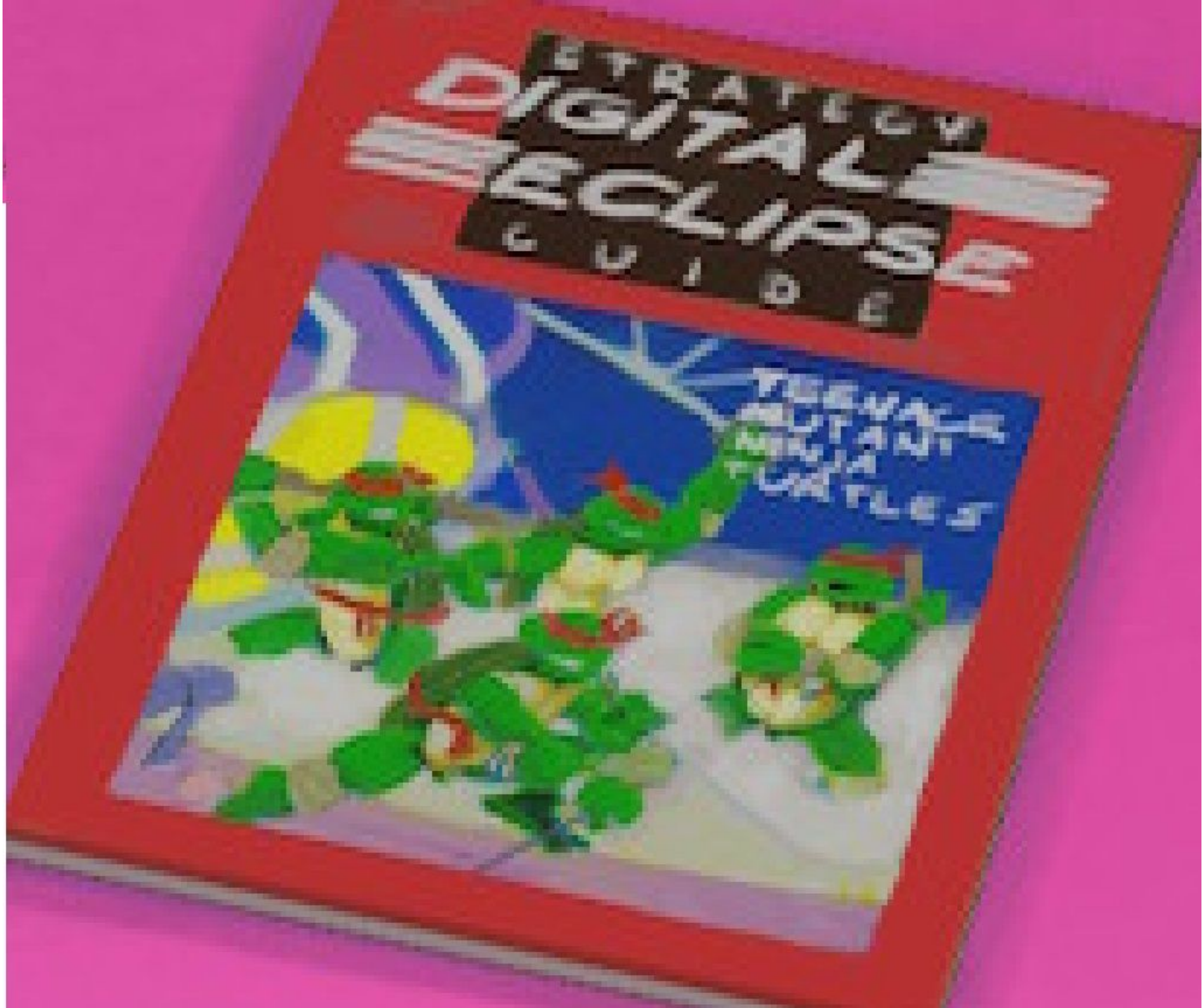

TRACY'S
DIGITAL ECLIPSE
GUIDE
TEENAGE MUTANT NINJA TURTLES

TEENAGE MUTANT NINJA TURTLES®

ORIGINAL RELEASE DATE:

1990

1989

The original arcade smash! Bring several friends, because four players can team up to rescue April and give the Foot Clan a much-deserved pounding—no quarters required, dudes!

TURTLE TIP 1

ROCKING ROCKSTEADY

Rocksteady is mondo fast on the draw with that machine gun, bro. If you jump at him, he might shoot you out of the air in no time flat. Stay grounded!

TURTLE TIP 2

MOUSER MASTER

How many Mousers does Baxter Stockman have in that machine, anyway? They just keep coming. Fortunately, he'll never throw out more than six at a time.

TURTLE TIP 3

LEAVE THE CLONE ALONE

I'm seeing double! Two Shredders? One of them's a clone, and you can beat up clones all day and never finish the fight. The first one to lose his helmet is a doppleganger, dude. Ignore him and focus on the bonafide metal-mouth.

LEO'S LEADERSHIP LESSONS

Mmm... a mouth-watering pizza! I can already taste the anchovies... the pepperoni... the hot fudge! But wait a minute. There's only one pizza, and I'm out here fighting with my bros! Who gets the pizza? In a case like this, you gotta follow the Pizza Commandments.

Commandment 1.
If one turtle is about to die, he gets the 'za.

Commandment 2.
If both turtles badly need the pizza, the one with the lowest number of lives in reserve should take it.

Commandment 3.
If neither turtle really needs the pizza, try to leave it on the screen until the battle is done.

Commandment 4.
In case of a tie, the pizza goes to whatever player is currently stuck using the sticky off-brand controller.

Commandment 5.
If a player breaks one of the above commandments, the aggrieved player may choose to immediately administer justice in the form of one (1) wet willy.

ECLIPSE TIP!

In the Cowabunga Collection, you can save and load your progress in each game, anywhere you want! Load your game as many times as you like and try, try again.

TEENAGE MUTANT NINJA TURTLES: TURTLES IN TIME

In this time-traveling four-player arcade extravaganza, the Turtles will visit prehistoric dinosaurs, pirate ships, and even the far-future year of 2020, where we'll all be riding hovering skateboards down electric highways!

ORIGINAL RELEASE DATE: Unreleased 1991

TURTLE TIP 1

DON'T STRESS THE SEWERS

Unlike in the console version, the arcade game's fight at the end of Sewer Surfin' is just a timed bonus game. You don't actually NEED to wipe out any of the Pizza Monsters to keep going. Give peace a chance!

MIKEY'S MUSINGS

There are kids playing these games right now who are going to be alive in the year AD 2100. Makes you think.

BEWARE OF ARROWS

TURTLE TIP 2

The arcade game has turquoise Foot Soldiers who wield bows and arrows! Their shots can come from offscreen and leave behind dangerous fires, so be sure to watch your six when they're around!

ECLIPSE TIP!

You do not need to insert any quarters into your game console to play the TMNT arcade games! In fact, definitely do not do that! They are set to Free Play, like the arcade of your dreams.

BABY TURTLE TIME

TURTLE TIP 3

The Shredder's back, and he's ready to eat all your quarters. When ol' tin-head floats in the air, he's getting ready to shoot a beam that will instantly transmogrify you into a regular turtle again! That means no more ninja, no more pizza, no more life! Don't get zapped back to babydom.

ORIGINAL RELEASE DATE: July 24, 1992 August 1992

The arcade sequel comes home to SNES! Exclusive new levels and bosses make this the ultimate two-player version of the Turtles' voyage through time and space.

TURTLE TIP 1

STAGE SELECT

Pick a stage, any stage! Before you start a new game, jump into the Enhancements menu! There, you can choose to begin your game on any stage you want!

TURTLE TIP 2

SECRET SONG

Time for a deep cut. Enter the Options menu, pick the "STAFF" song in Sound Test, press B, then press Y to hear a unique tune.

TURTLE TIP 3

10 LIVES

Hungry for more turtle power? Hit the Enhancements menu before you start a new game and turn on the EXTRA LIVES setting. Now enter the in-game Options menu and you'll be able to choose to start with 10 lives in reserve! Now go forth and kick some butt!

TAKE OUT SHREDDER'S TANK

TURTLE TIP 4

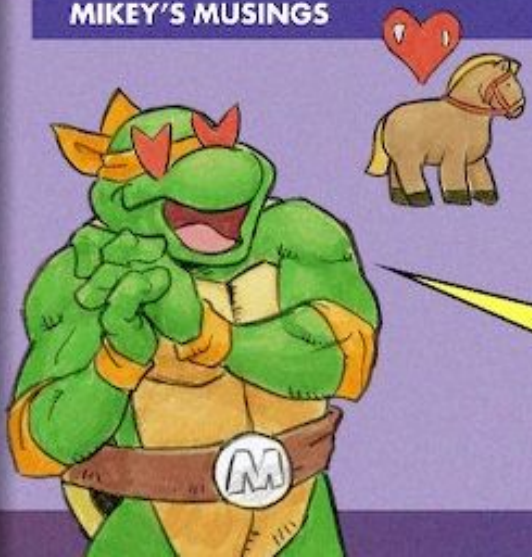
You can't hit Shredder with normal attacks when he's in his tank. Do the Catapult move by attacking an enemy, moving in close, and pressing Attack again while they're stunned. You'll fling those Foot right into Shredder's dumb face! On Hard mode, all the Foot soldiers have shields, so you'll have to stun them with a dashing Bulldozer attack before you can fling 'em.

WHAT'S IN THE BOX?

TURTLE TIP 5

Scared to grab the Box of Hard Knocks because the manual says using it will cost you an extra life? Don't worry — that tip's bogus! Eat it without fear. (I mean, I assume they're eating it, right?)

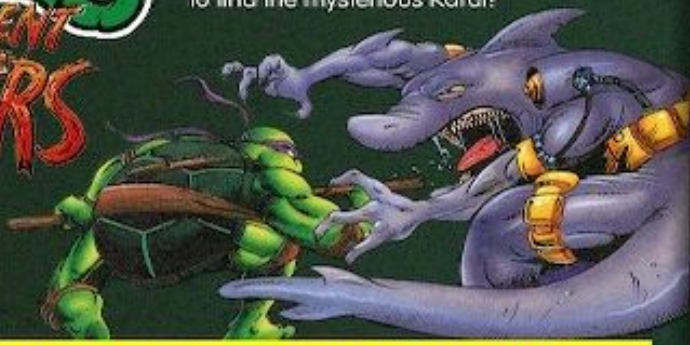
MIKEY'S MUSINGS



I can't stop thinking about the horse. She is so beautiful. But you cannot pet her.
We tried. Sorry.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

This SNES slugfest is full of hidden characters, levels, and modes, but you won't be able to find them without some secret codes. This guide will give you a leg up in the tournament, and your quest to find the mysterious Karai!



ORIGINAL RELEASE DATE:

December 3, 1993

September 1993

Heads up, dudes: Every secret code for this game needs to be entered on the title screen, using Controller 2.
Don't try them with Controller 1 or you'll get nothing but heartbreak.

TURTLE TIP 1

10 CREDITS

GAME LEVEL 0 1 2 3 4 5 6 7
GAME TIME 99 00 00 00
GAME SPEED NORMAL HI-SPEED 1 2 3
CREDIT 1 2 5 10
MUSIC 00
VOICE 00
SOUND STEREO MONAURAL
EXIT

Put a beatdown on Story Mode with a whopping 10 credits! Press B, B, B, A, A, A, then the X button seven times. If you did it right, you'll hear an explosion! Now head into the Options menu and select 10 Credits.

TURTLE TIP 2

HI-SPEED 3

GAME LEVEL 0 1 2 3 4 5 6 7
GAME TIME 99 00 00 00
GAME SPEED NORMAL HI-SPEED 1 2 3
CREDIT 1 3 5
MUSIC 00
VOICE 00
SOUND STEREO MONAURAL
EXIT

Feeling the need? Enter the Konami code (that's Up, Up, Down, Down, Left, Right, Left, Right, B, A). You'll hear Aska shout "yatta ne!" Now you can select High Speed 3 in the Options menu and turbocharge the action.

NEW VS. MODE LEVELS

TURTLE TIP 3

Take the fight to the Metro Train and the Studio 6 soundstage! Before starting a new game, jump into the Enhancements menu and turn the EXTRA VERSUS STAGES option to ON. Now you can throw down anywhere you want!

PLAY AS BOSSES

TURTLE TIP 4

Unlock boss characters Karai and Rat King in Versus mode by pressing X, Up, Y, Left, B, Down, A, Right, X, Up. Aska will say "yatta ne!" Karai and Rat King will now appear as you cycle through the character select screen.

USE FINAL ATTACK IN STORY MODE

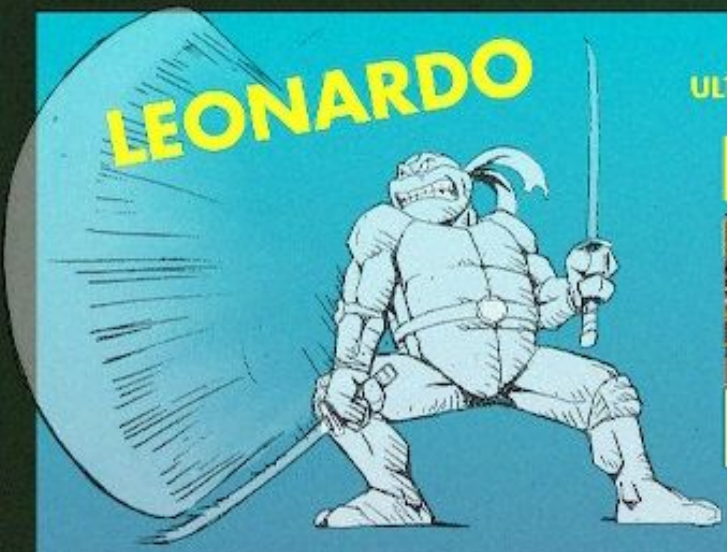
TURTLE TIP 5

Give yourself a fighting chance in Story Mode by unlocking Ultimate-Attack moves.
Press Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X, wait for the explosion sound, and you're good to start smashing!

MIKEY'S MUSINGS

Mikey's pro pizza move : First, eat half a pizza. Then eat half of what's left. Then half of that. Repeat. Presto: You'll never run out of pizza!
Thank me later, dude.

LEONARDO



ULTIMATE-ATTACK MOVE

MILLENNIUM WAVE

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

ROLL THROW

→ or ← + Fierce Kick

Near Opponent

SHOULDER THROW

→ or ← + Fierce Punch

Near Opponent

BODY PRESS

↓ + Normal Punch

In the Air

BACKFLIP

← ←

SPECIAL MOVES

ROTO CUTTER

→ ↓ ↘ + Punch

ENDLESS SCREW

↓ ↙ ← + Punch

SHINNING CUTTER

↓ ↘ → + Punch

RAPHAEL

ULTIMATE-ATTACK MOVE

ENERGY SPRAY

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

SUPLEX

→ or ← + Fierce Kick

Near Opponent

SHOULDER THROW

→ or ← + Fierce Punch

Near Opponent

BODY PRESS

↓ + Normal Punch

In the Air

BACKFLIP

← ←

SPECIAL MOVES

CHEST BUSTER

(Hold) ← → + Kick

POWER DRILL

(Hold) ← → + Punch

JAMBOREE

(Swiftly) ← ↙ ↓ ↘ → + Punch

B BACK A INTERACT

DONATELLO

ULTIMATE ATTACK MOVE

FIRE DRAGON

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

HEAD BUTT

→ or ← + Fierce Kick

Near Opponent

SHOULDER THROW

→ or ← + Fierce Punch

Near Opponent

BODY PRESS

↓ + Normal Punch

In the Air

BACKFLIP

← ←

SPECIAL MOVES

BO THRUST

Punch Repeatedly

HEADSPIN ATTACK

(Swiftly) ↓ ↙ ← + Kick

GROUND CLAW

(Swiftly) ↓ ↘ → + Punch

MICHELANGELO

ULTIMATE ATTACK MOVE

DANCE OF FURY

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

SPINNING THROW

→ or ← + Fierce Kick

Near Opponent

SHOULDER THROW

→ or ← + Fierce Punch

Near Opponent

BODY PRESS

↓ + Normal Punch

In the Air

BACKFLIP

← ←

SPECIAL MOVES

DYNAMITE BOMBER

(Hold) ← → + Punch

RISING THUNDER

(Hold) ↓ ↑ + Punch

DRAGON BREATH

(Swiftly) ← ↙ ↓ ↘ → + Punch

B BACK A INTERACT

CYBER-SHREDDER

ULTIMATE ATTACK MOVE

LIGHTNING CRUSHER

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVE

BODY SLAM

➡ or ⬅ + Fierce Punch

Near Opponent

SPECIAL MOVES

AURA SHIELD

Normal Punch + Normal Kick

KNEE CRUSH

(Hold) ⬅ ➡ + Kick

AURA CRUSHER

(Hold) ⬅ ➡ + Punch

ASKA

ULTIMATE ATTACK MOVE

TORNADO ATTACK

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

FACE SMASH

→ or ← + Fierce Punch

Near Opponent

HIP LAUNCH

→ or ← + Fierce Kick

SPECIAL MOVES

SPINNING UPPERCUT

(Swiftly) → ↓ ↘ + Punch

SPIN ATTACK

(Swiftly) ↓ ↙ ← + Kick

B BACK A INTERACT

CHROME DOME

ULTIMATE-ATTACK MOVE

CHROME BOMB

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

RAPID PUNCH

➡ or ⬅ + Normal Punch

Near Opponent

BODY SLAM

➡ or ⬅ + Fierce Punch

Near Opponent

CHROME UPPER

➡ or ⬅ + Fierce Punch

PISTON KICK

⬇ + Fierce Kick

At Jump's Apex

SPECIAL MOVES

ELECTRIC PILE DRIVER

(Swiftly) ⬇ ⬆ + Normal Punch + Normal Kick

Near Opponent

CHROME SPARK

(Swiftly) ⬇ ↘ ➡ + Punch

WINGNUT

ULTIMATE-ATTACK MOVE

MAD SPECTRE

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

BLOOD SUCKER

➡ or ⬅ + Normal Punch

Near Opponent

POWER SLAM

➡ or ⬅ + Fierce Punch

Near Opponent

HOVERING

➡ or ⬅ + Normal Punch + Normal Kick

In the Air

POWER DIVE

⬇ + Kick

In the Air

DASH PUNCH

Normal Punch + Normal Kick

SPECIAL MOVE

MOONBUSTER

(Swiftly) ⬇ ↘ ➡ + Punch

In the Air

B BACK A INTERACT

ARMAGGON

ULTIMATE-ATTACK MOVE

TSUNAMI

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

TWO HAND TOSS

➡ or ⬅ + Fierce Kick

Near Opponent

SHARK BITE

➡ or ⬅ + Fierce Punch

Near Opponent

SPECIAL MOVES

SWIMMING HEADBUTT

⬇ + Fierce Punch

In the Air

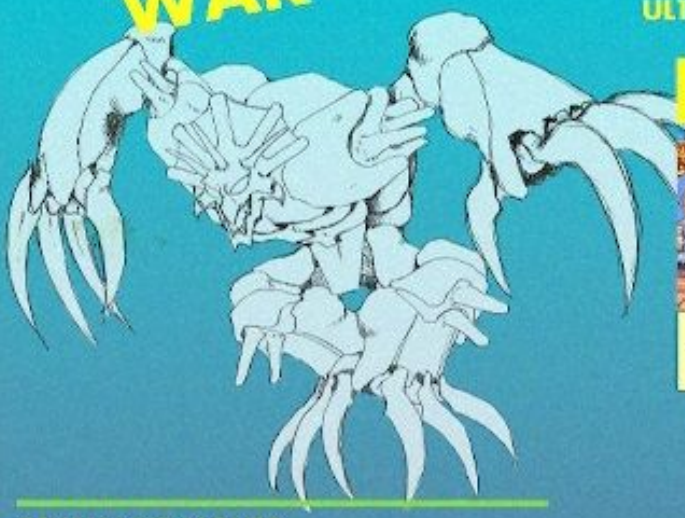
AQUA SHOCK

(Hold) ➡ ⬅ + Punch

FIN SLICER

(Hold) ⬇ ⬆ + Kick

WAR



ULTIMATE-ATTACK MOVE

WAR DYNAMIC

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

SOMERSAULT THROW

➡ or ⬅ + Fierce Punch

Near Opponent

ROCKET HEADBUTT

Normal Punch + Normal Kick

Near Opponent

SPECIAL MOVES

TURNING UPPERCUT

(Hold) ⬅ ➡ + Punch

DEATH FROM ABOVE

(Hold) ⬇ ⬆ + Kick

B BACK A INTERACT

RAT KING

ULTIMATE-ATTACK MOVE

SHOCK SPHERE

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVE

RODENT SUPLEX

→ or ← + Fierce Punch or Fierce Kick

Near Opponent

AURA STOMP

Fierce Kick

In the Air

SMASH SPLASH

↓ + Normal Kick

Near Opponent

SPECIAL MOVE

RAT BOMBER

← ↙ ↓ ↘ → + Punch

Near Opponent

KARAI

ULTIMATE-ATTACK MOVE

DARK THUNDER

Fierce Punch + Fierce Kick

When Gauge is Full

COMMAND MOVES

SLIDING TACKLE

← + Kick

DASH FIST

← + Punch

SPECIAL MOVES

LIGHTNING FISTS

Normal Punch + Normal Kick

AIR BREAKER

Fierce Punch + Fierce Kick

B BACK A INTERACT

Will Shredder ever be stopped? Now he's brought back the Hyperstone from Dimension X and used it to shrink Manhattan down to the size of a mini pizza bagel. Team up with a friend and turn the Big Apple big again in this GEN exclusive.

ORIGINAL RELEASE DATE:

December 22, 1992

December 1992

TURTLE TIP 1

BEAT UP YOUR BUDDY

Want to beat up your buddy? Press C, BB, AAA, B, C at the Konami logo screen to turn on friendly fire in the Japanese version. (You'll hear a chime if it worked!)

TURTLE TIP 2

STAGE SELECT

Press A, BB, CCC, B, A on the title screen of either version (listen for that sweet confirmation chime, bro!) and start a game to access Level Select.

KUNAI KNOCKBACK

TURTLE TIP 3

Tatsu's kunai projectiles are a real pain in the shell. But did you know you can knock them back into him for extra damage?

ALTERNATE ENDING

TURTLE TIP 4

Beat the game on Hard mode to get the best ending sequence. (Or just click here to watch it, dude. We won't tell.)

Donnie's Do's and Don'ts:

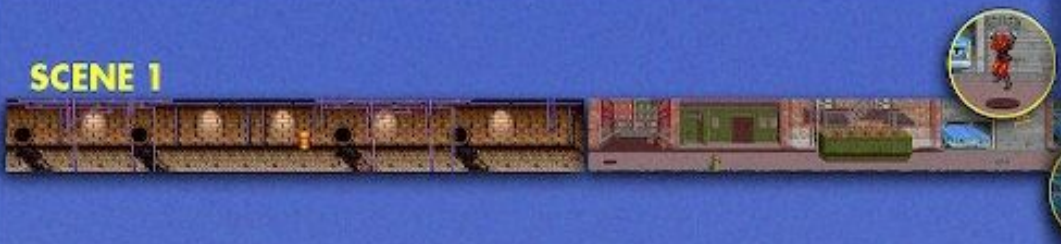
DON'T just mash the button when you initiate a Whipit body-slam move!

DO time your button presses when the enemy smacks into the ground. This will let you slam them a few extra times! (This also applies to Turtles in Time!)

ECLIPSE TIP!

Stymied by a tricky boss? Not sure of the optimal strategy? Each and every game in the Cowabunga Collection has Watch Mode, which will let you view a playthrough of the game — and jump in at any time to play it yourself!

SCENE 1



SCENE 2

SCENE 3

SCENE 4

SCENE 5

B BACK
A INTERACT

TEENAGE MUTANT NINJA TURTLES®

ORIGINAL RELEASE DATE:

May 12, 1989

June 1989

The Turtles' NES debut! In this single-player adventure, you'll explore five non-linear city areas (and one shocking underwater maze) trying to track down Shredder and get his Life Transformer Gun, so you can turn Splinter back into a human!

TURTLE TIP 1

AREA 1

Rocksteady's a big pushover if you know how to handle him. Just switch to Donatello and get up on top of the stack of crates on the right side of the screen. That big dummy can't get up there, but Donny can still smack him upside the head with his bo. Hasta la vista, Rocky!

BOOMERANGS!

Bro, don't bogart those boomerangs! If you want to pass some 'rangs between Turtles, just throw a few into the air, then swap characters in the pause menu. The new Turtle can catch them as they return!

AREA 3

Donnie's Do's and Don'ts:

DON'T try to jump over this tiny gap in Area 3!

DO walk right over it and snag those missiles.

You made it!

TURTLE TIP 2

ECLIPSE TIP!

Getting totaled by the Technodrome? Took too many hits from a Fire Fiend? No problemo! Use the rewind feature and try again!

AREA 4

Oh man, a whole pizza! I can almost smell it through the screen, dude. But don't get greedy! This hot fresh pie in Area 4 is a devious Foot trap. Try to snag it and you'll just end up impaled. Uncool. Instead, just practice dropping through the gaps -- fast!

TURTLE TIP 3

5
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3
2
1
2
1

AREA 1

(Fifth Avenue / Greenwich Village)

TEENAGE MUTANT NINJA TURTLES

MR. INVINCIBILITY

FIGHT!

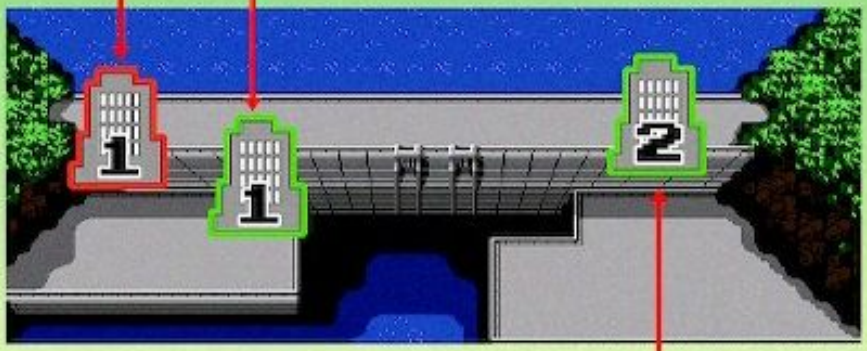
SAVE APRIL!

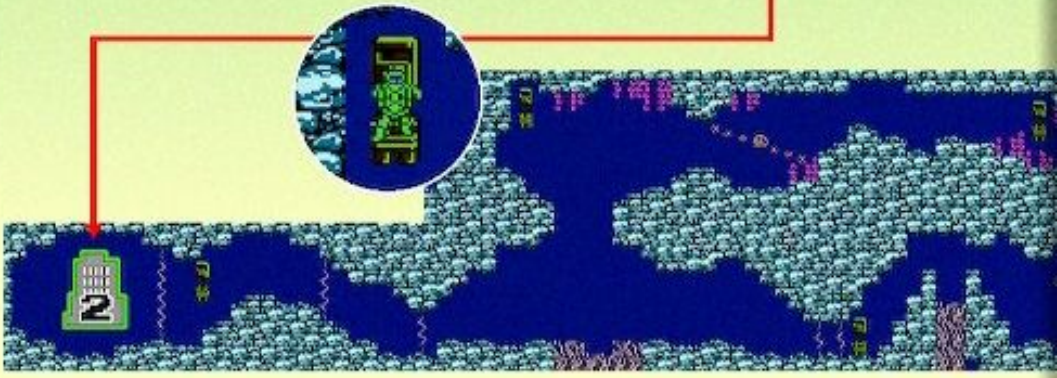
B BACK A INTERACT

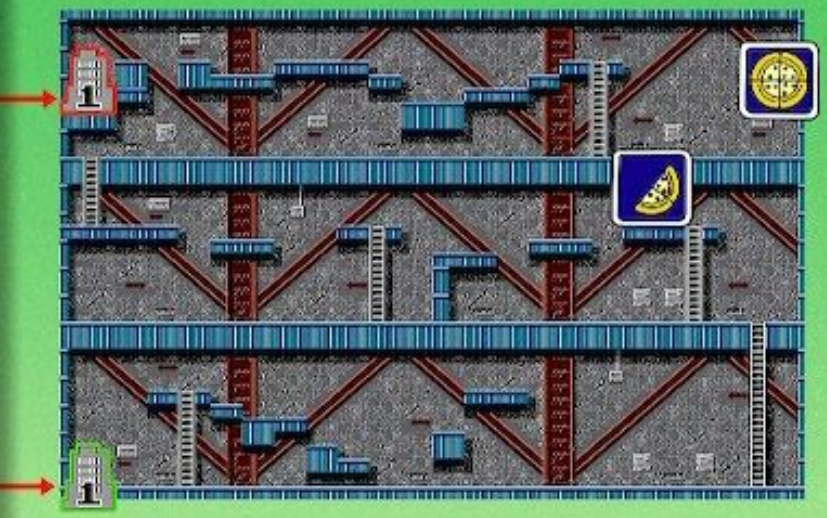
AREA 2

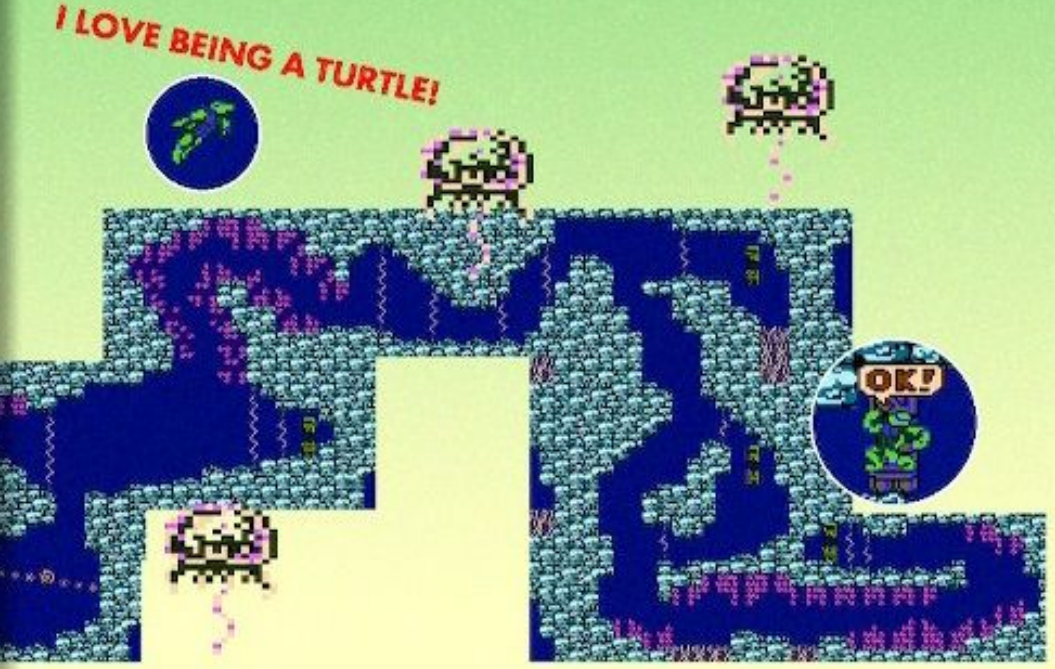
(Hudson River near the Holland Tunnel)

TEENAGE MUTANT NINJA TURTLES







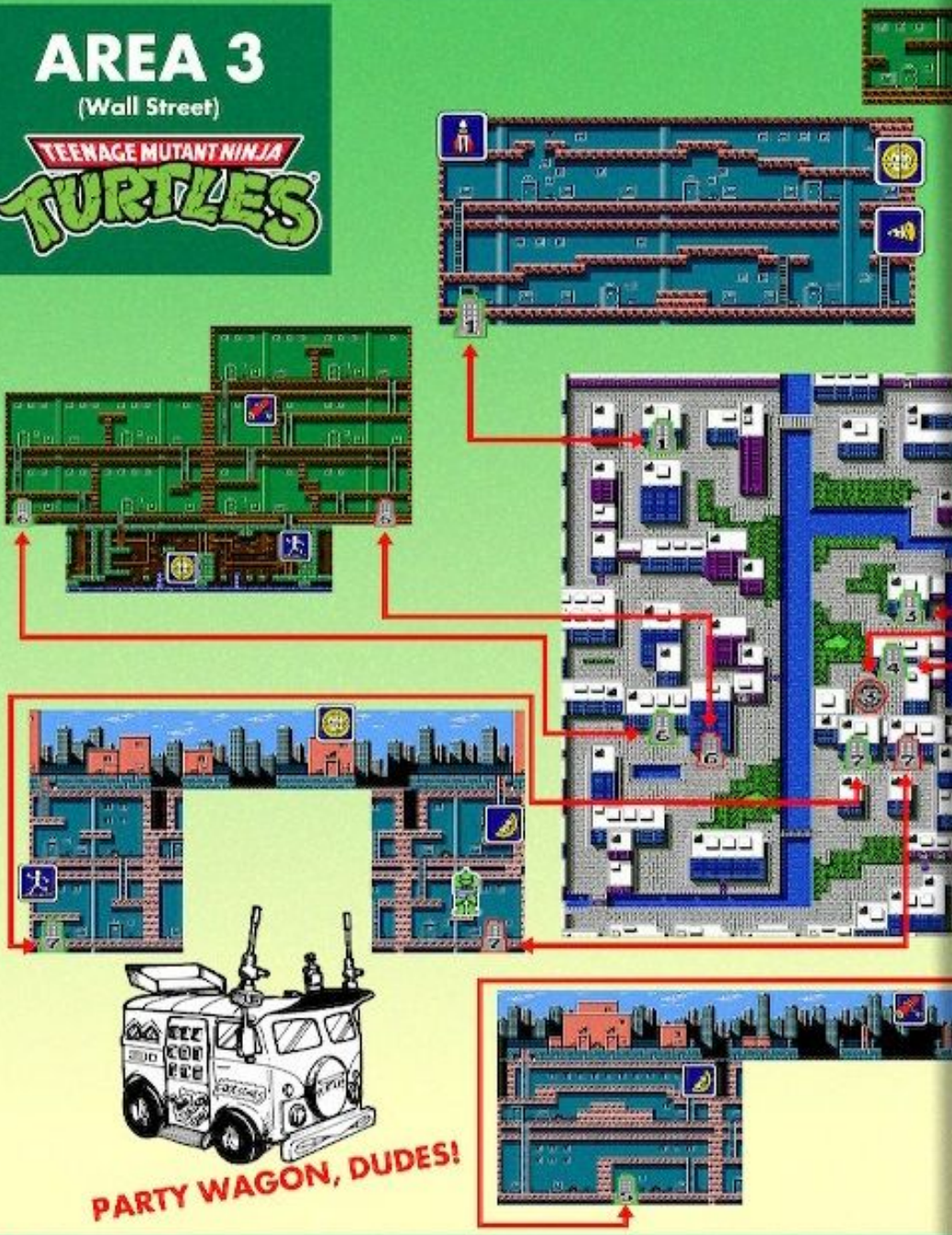


B BACK A INTERACT

AREA 3

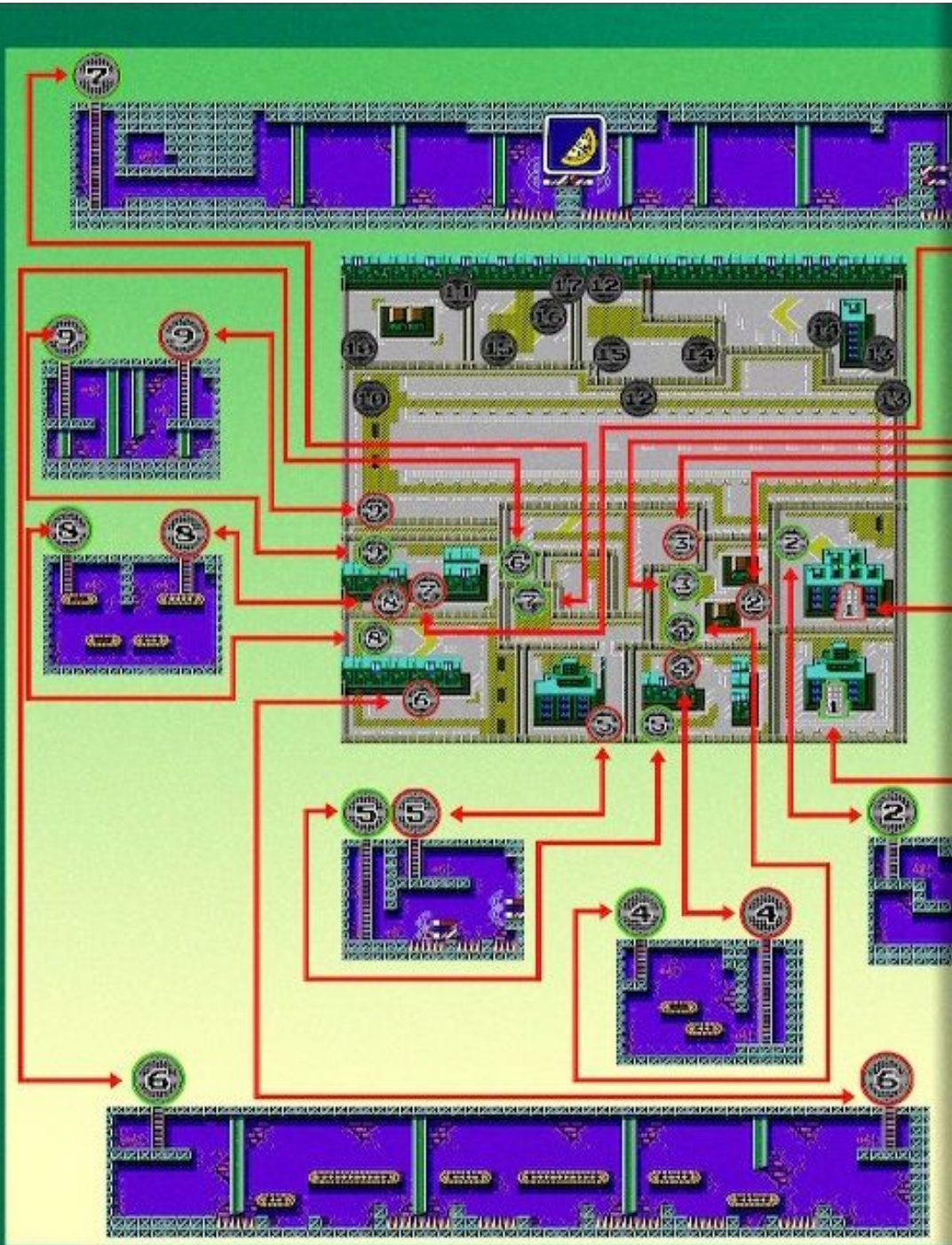
(Wall Street)

TEENAGE MUTANT NINJA TURTLES



PARTY WAGON, DUDES!

SAVE SPLINTER!
B BACK
A INTERACT



AREA 4A

(JFK International Airport)

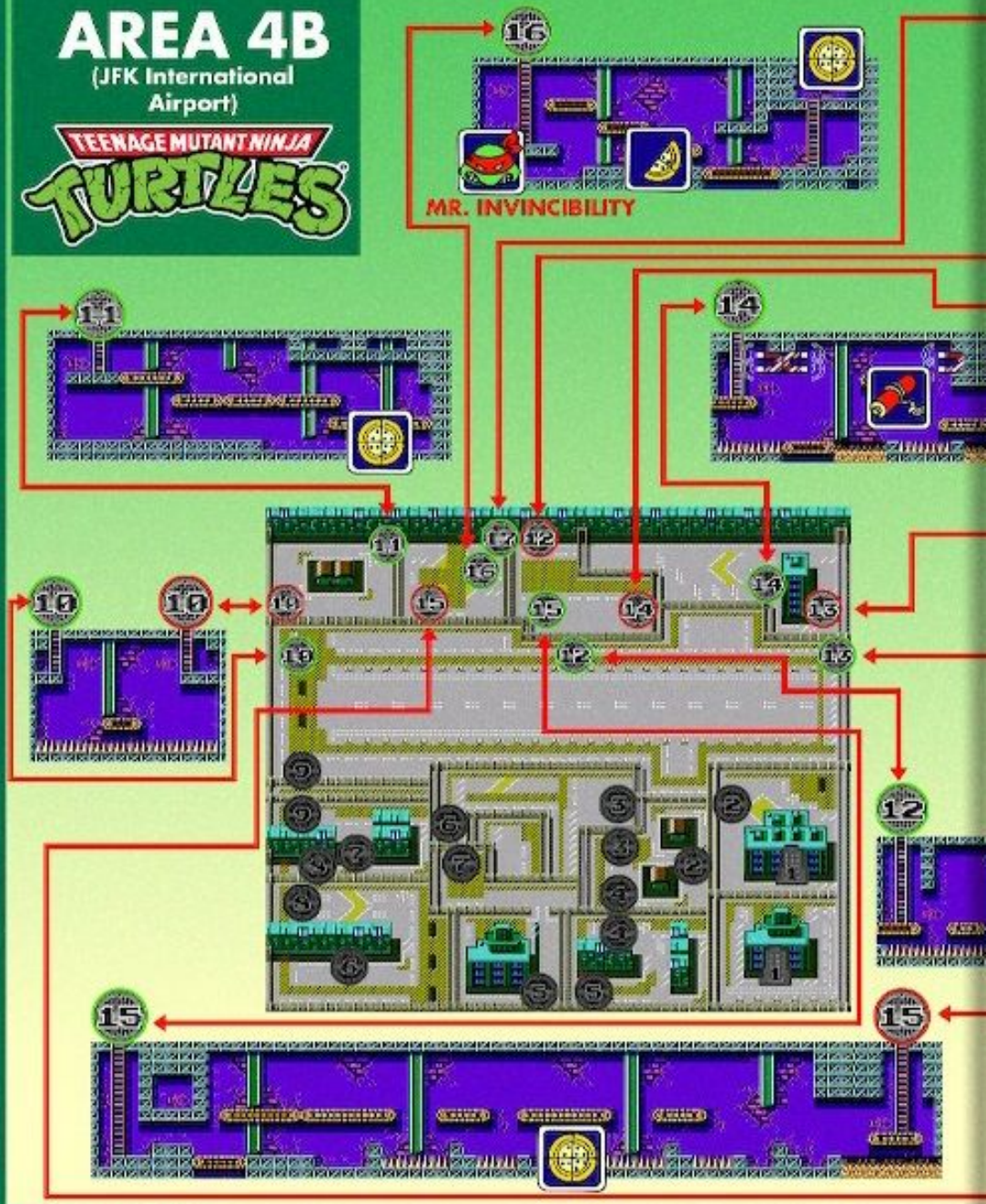
TEENAGE MUTANT NINJA TURTLES

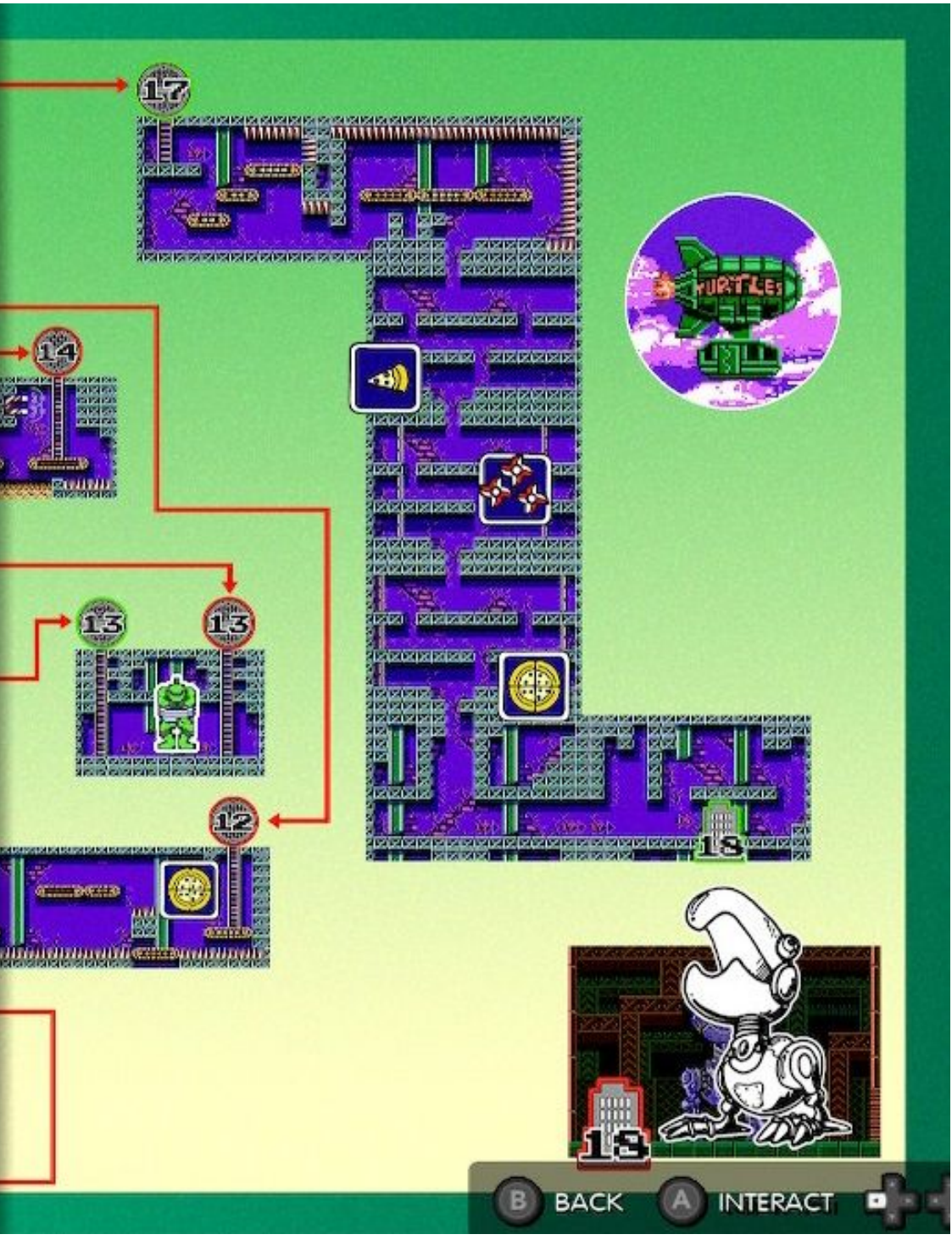
B BACK A INTERACT

AREA 4B

(JFK International Airport)

TEENAGE MUTANT NINJA TURTLES

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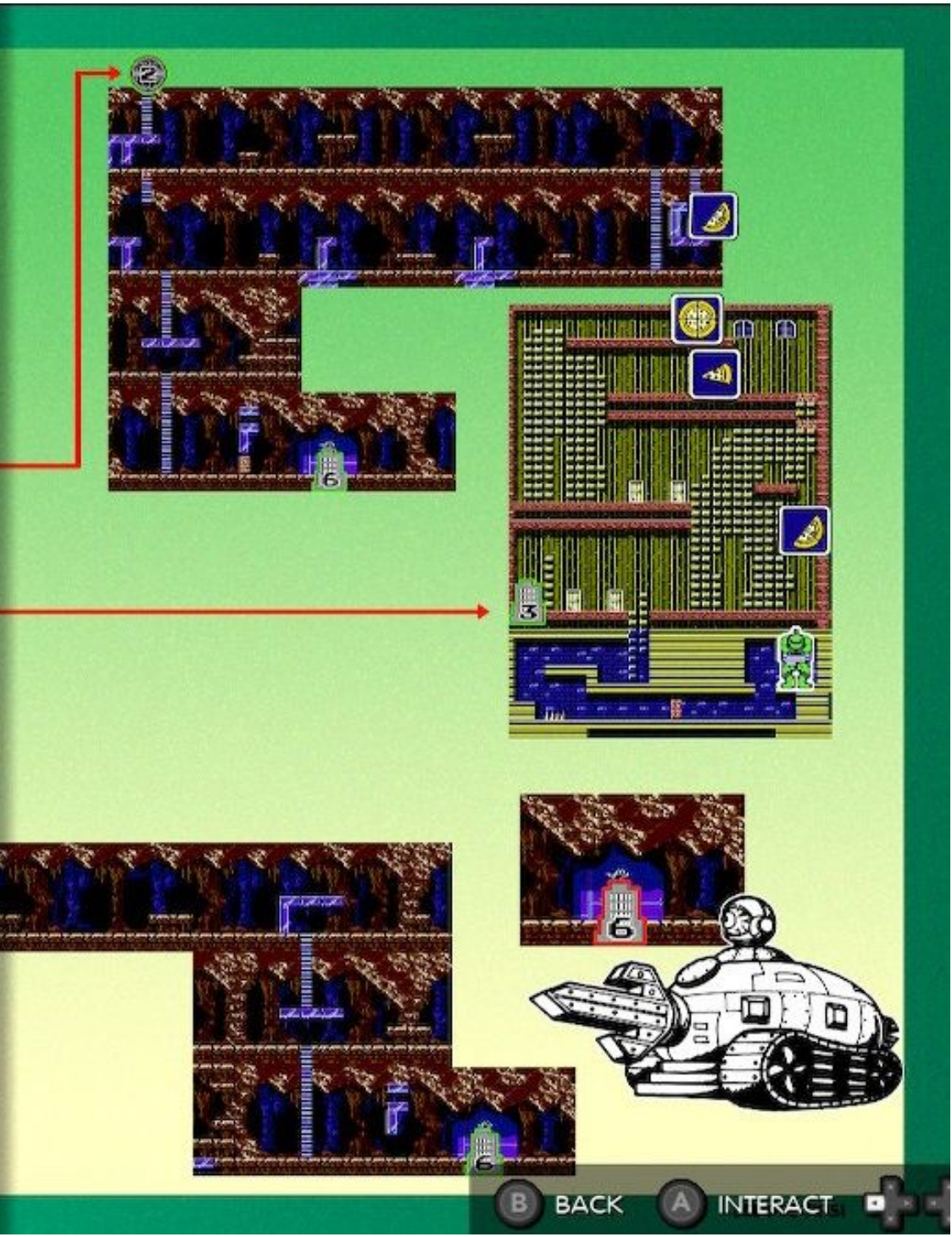
TURTLES
B BACK
A INTERACT

AREA 5

(Shredder's Base Inside the South Bronx)

TEENAGE MUTANT NINJA TURTLES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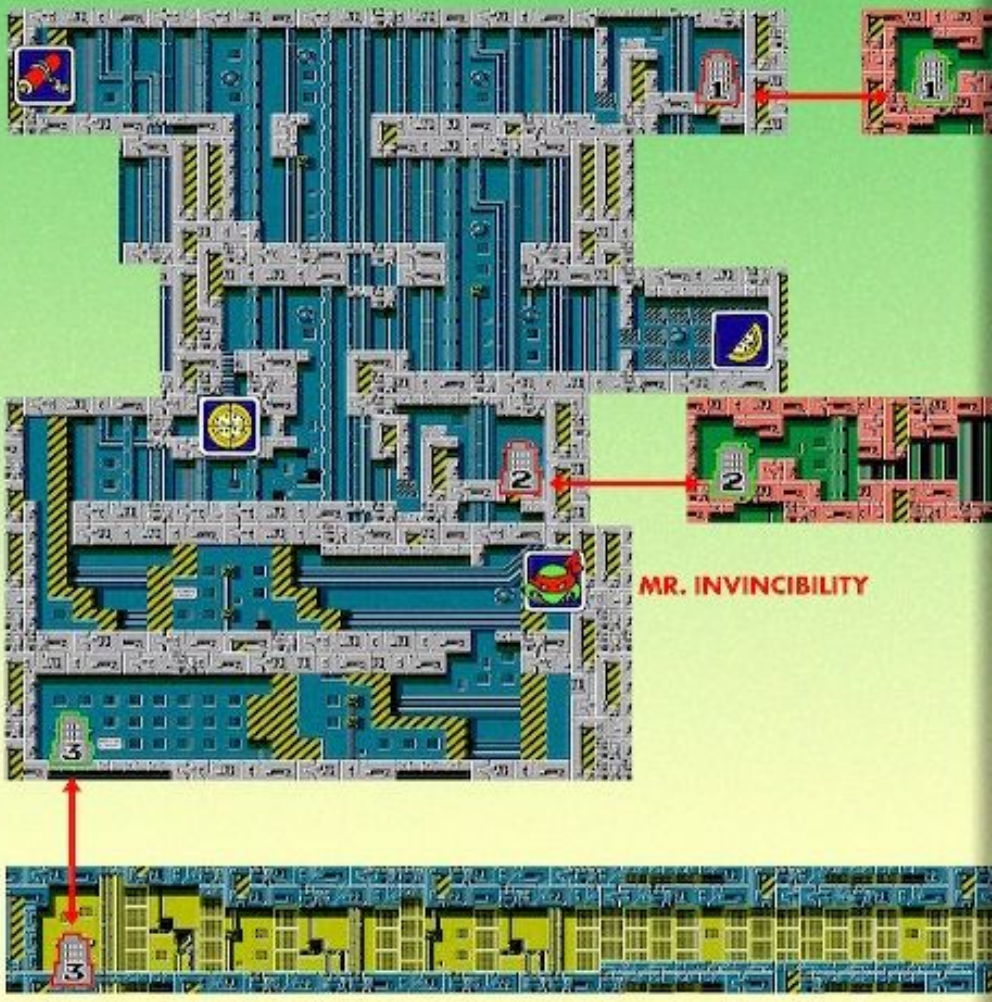
B BACK
A INTERACT

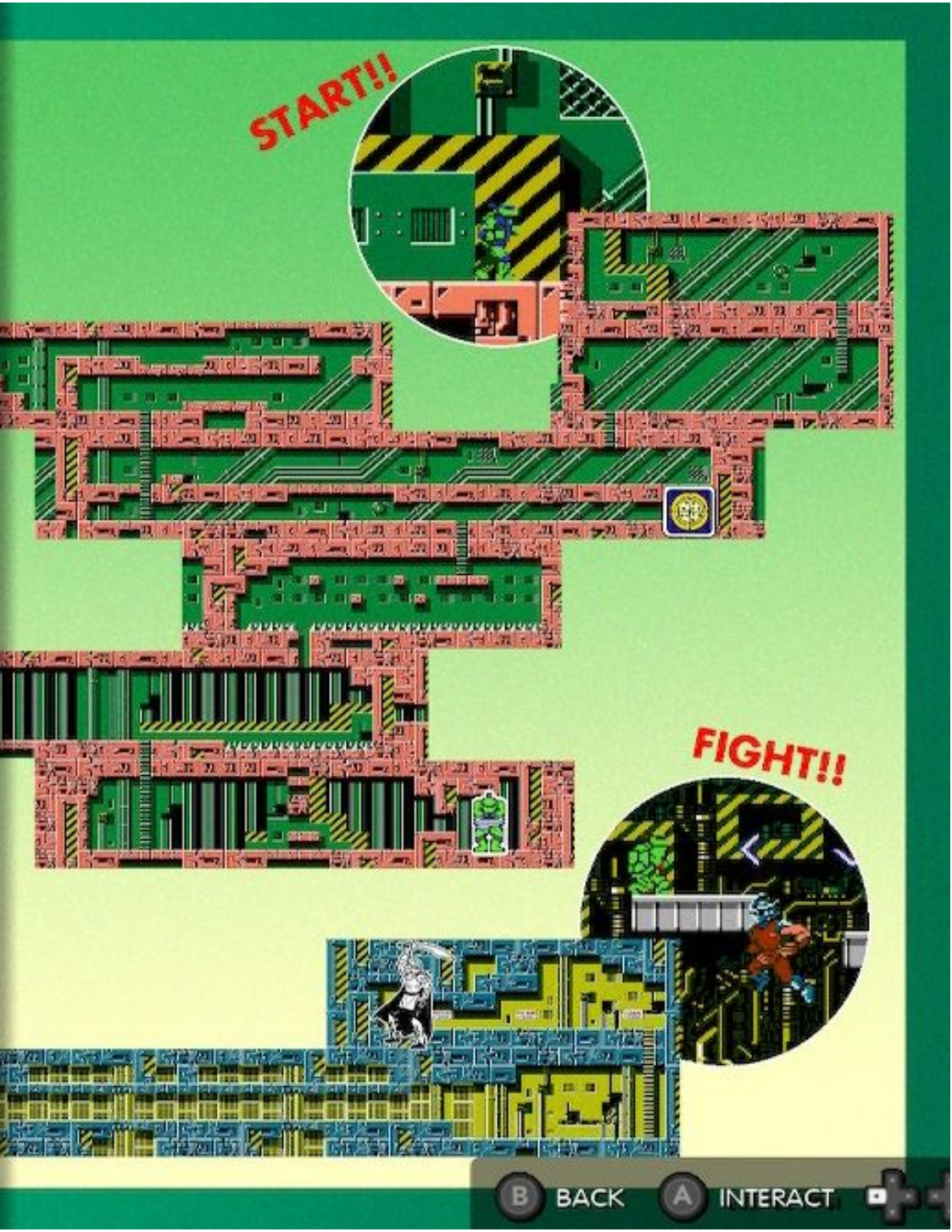
AREA 6

(The Technodrome)

TEENAGE MUTANT NINJA TURTLES



MR. INVINCIBILITY



B BACK A INTERACT

TEENAGE MUTANT NINJA TURTLES II THE ARCADE GAME™

ORIGINAL RELEASE DATE:

December 7, 1990

December, 1990

The smash arcade hit comes home to the NES, with two-player action and two exclusive all-new levels! Can you save April and take down Shredder's army of goons once again?

TURTLE TIP 1

10 LIVES

Cats have nine lives, but Turtles get ten! On the title screen, enter U, RR, DDD, LLLL, B, A, Start to begin the game with ten Turtles.
Your move, cats.

TURTLE TIP 2

STAGE SELECT

Go where no Turtle has gone before. Press Down five times, Right seven times, B, A, Start on the title screen to activate Stage Select.

TURTLE TIP 3

10 LIVES/STAGE SELECT

Want to have it all? Press B ,A, B ,A, Up, Down, B, A, Left, Right, B, A, Start for 10 lives AND Stage Select! Truly the Meat Lover's Pizza of codes.

SPLINTER SPEAKS!

Playing the Japanese versions of the games, my sons?

You'll need different codes. Press RRR, BBB, AAA, Start for 10 lives, LLL, BBB, AAA, Start for Stage Select, and L, R, BBB, AAA, Start for both.

やった!

ECLIPSE TIP!

Cheating's more fun with a buddy!

For a 2-player game, make sure to hit Select before Start when inputting any of these codes.

RAPH'S RANTS

I hate these guys.

. . . I don't have a tip here. I just needed to vent.

A6 Annihilator

TEENAGE MUTANT NINJA TURTLES III: THE MANHATTAN PROJECT

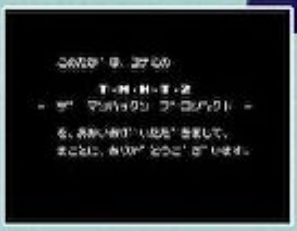
ORIGINAL RELEASE DATE:

December 13, 1991

February 1992

Dude, where's my city? While the Turtles were on a sweet Floridian vacay, Shredder stole the entire island of Manhattan! You'll have to bring back the Big Apple in this all-original two-player NES adventure.

TURTLE TIP 1



DEVELOPERS' SPECIAL MESSAGE

Enter the famous "Konami Code" — that's Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start — at the title screen of the Japanese version, and you'll get a special message from the developers, thanking you for buying the game. Aw, shucks.

TURTLE TIP 2

TEENAGE MUTANT NINJA OPTION

In the U.S. version, hit Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start for the Options menu, which lets you set the difficulty, lives, stage, and access the Sound Test mode! This same code in the Japanese version will enable Stage Select.

TURTLE TIP 3

5 CONTINUES

Put in the Konami Code backwards — A, B, Right, Left, Right, Left, Down, Down, Up, Up — to get 5 continues instead of 3 in the Japanese version. Righteous!

TUBULAR TURBO TIME

Hey, you know how Tubular Turbo Attacks (press A and B together) drain your health? Well, they'll never reduce it to zero, and you're invincible when you use them. So if you're in danger, don't hesitate to use them often!

TURTLE TIP

4

FLIP YOUR LID

Look, we know everybody loves jump kicks, but if you haven't tried the Jab & Toss, you're missing out. Press Down and B simultaneously to flip enemies over and do massive damage.
It's totally sweet, bro!

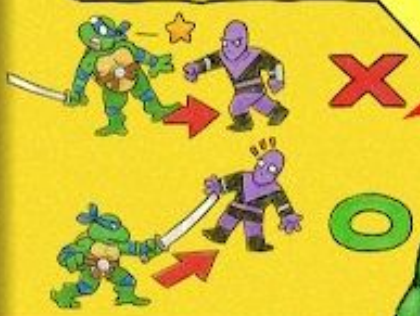
TURTLE TIP

5

Donnie's Do's and Don'ts:

DON'T walk up to an enemy head-on. You'll likely walk right into an attack!

DO approach from the diagonal, which is much safer.



ECLIPSE TIP!

Be sure to check out the Turtles' Lair! Deep inside their sewer hideout, the Fearsome Foursome have stashed away tons of exclusive stuff all about these games! See the original boxes, read the manuals, even check out never-before-seen, behind-the-scenes design documents!

B BACK A INTERACT

ORIGINAL RELEASE DATE: August 3, 1990 August 1990

Time to rescue April again! The Turtles' first outing for the handheld GB console is packed with the finest monochrome graphics, wacky bonus games, and hidden secrets. Here's your guide to them all!

TURTLE TIP 1

KONAMI POWER!

Low on life, with no pizza to be found? Pause the game and enter the Konami code (that's Up, Up, Down, Down, Left, Right, Left, Right, B, A) for a free refill. But don't get greedy, dude — this only works once per game.

TURTLE TIP 2

BONUS PRACTICE

Need to bone up on the Bonus games? Press B, A, and Select at the same time while on the Options screen, then select the ? mark to practice them all!

TURTLE TIP 3

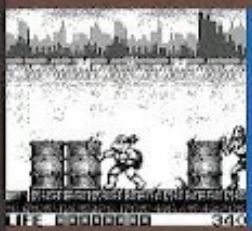
THE SWAT TEAM

It's always annoying when a boss fires projectiles, but in this game, you can swat any of them away with your weapon.

BONUS HUNTING!

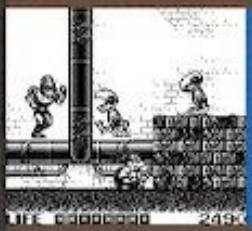
This game is full of delicious hidden bonus areas! Find these hidden spots and you can play a life-restoring minigame.

TURTLE TIP 4

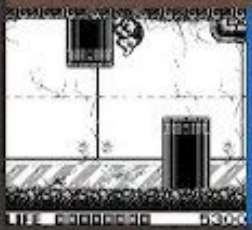


1-1:
Destroy the second oil drum, then walk into the space it was in.

1-2:
Walk all the way under this overhanging pipe.

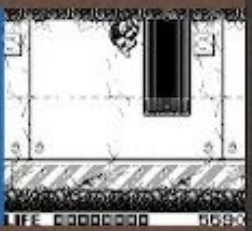


1-4:
As soon as you can, jump into the water (it's OK, you're a turtle) and go under this pipe.



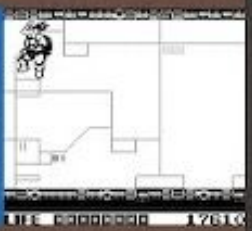
2-1:
The first time you see a moving ceiling pillar, jump into the corner on its right side.

2-1:
The second time you see a moving ceiling pillar, jump into the corner on its LEFT side.



4-2:
At the very beginning of this area, jump into the upper left corner.

5-1:
At the very beginning of this area, jump into the upper left corner.



5-2:
You guessed it: At the very beginning of this area, jump into the upper left corner.

B BACK A INTERACT

ORIGINAL RELEASE DATE:

November 15, 1991

December 1991

A bigger, badder, black-and-whiter pizza-powered portable GB adventure! Use all four turtles to take down Shredder once again, but if you get captured, you'll have to rescue your bro before he can fight on.

TURTLE TIP 1

LET IT SLIDE!

Hey, why wasn't this in the manual? Press A and B simultaneously to do a gnarly sliding kick.

TURTLE TIP 2

NOT TODAY, GRENADE

If you're getting blasted by these grenades, try smacking them out of the sky! If you're really good, you can even try to jump-kick the bullet AND the Foot soldier in one smooth move.

TURTLE TIP 3

CEILING GUN STRATEGY

These ceiling guns are totally bogus. First, slide under their bullets. Once you're underneath, move a bit to one side and jump-kick them to disable them before you move on.

TRIVIA

The logo on this building looks a lot more like "TMNT" if you view it on a tiny, blurry, green-colored screen.

RESCUE GAME STRATEGY

Having a shell-shockingly hard time with the Rescue bonus game? Click here to see the optimal strategy for taking down REX-1.

TURTLE TIP

4

RAPH'S RANTS

Want a special tip for taking less damage?
Okay: Get hit less.

TEENAGE MUTANT NINJA TURTLES III Radical Rescue

ORIGINAL RELEASE DATE: November 26, 1993 November 1993

Cyber Shredder has not only kidnapped April and Splinter, but also three of the four Turtles! He's really getting good at this! Now it's up to Michaelangelo to tackle this non-linear platform game for GB. Rescue your bros and use their powers to finish the fight!

TURTLE TIP 1

Can you jam with the console cowboys in cyberspace? That's right, I'm talking about hacking. When you're entering your password, try changing the second-to-last character to H to max out your life bar, or change the last character to 2 for two continues. (Note: this might not work on every password, dude! Hacking's an art, not a science.)

TURTLE TIP 2

When Dirtbag jumps into the air, he's about to come down with his pickaxe. He will always land in the same direction he was facing when he jumped, so use that to your advantage! The pickaxe shakes the ground, so be sure to be in the air when Dirtbag touches down.

TURTLE TIP 3

When Scratch starts swinging his ball and chain, he's about to throw them at you. But if you try to jump over, he might scratch you instead! Look alive!

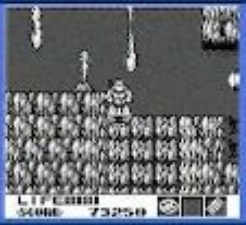
TURTLE TIP 4

Radical Rescue is a tough game, and you'll need all the extra life you can get! Four Hearts are hidden throughout the map, and each one will give you two extra health points.

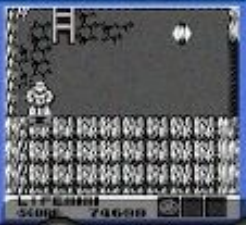
Right after you rescue Leonardo, go one screen to the right and use Leo's Blockbuster move to get through these blocks for your first Heart.

In this room full of fire jets, robots, and bats, don't miss these breakable blocks. Use Blockbuster for your second Heart.

Hmm, these blocks in the cave area look suspicious. Use Blockbuster and drill through them for your third Heart.



Another breakable floor! Go all the way to the left side and drill down to get into another area. The Heart is somewhere in this room, so don't leave without it!



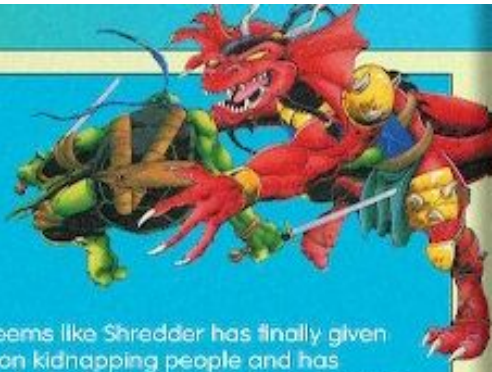
WORLD MAP

Lost in Shredder's devious maze? Here's the complete Radical Rescue map, with all the points of interest! And hey, doesn't that look like a secret message in the upper right?

- X-Large Pizza With the Works
- Heart
- Jail Cell
- ID Card
- Scratch
- Dirtbag
- Triceraton
- Scale Tail
- Cyber Shredder

B BACK
A INTERACT

TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS



ORIGINAL RELEASE DATE:

Unreleased

February, 1994

It seems like Shredder has finally given up on kidnapping people and has simply challenged the Turtles to a street fight in the middle of Manhattan! Here are the tips you need to get an advantage in this NES tournament.

TURTLE TIP 1

CLASH OF THE HOTHEADS

While the game doesn't usually let you play a Hothead vs. Hothead match, there is a way to do it. Start a VS. CPU match. Choose any character other than Hothead for yourself, then set Hothead as the CPU opponent. Play the match and select "Rematch" after it's over. Now choose Hothead for yourself. The CPU cursor will still be on Hothead! Select him, and get ready for the ultimate showdown.

TURTLE TIP 2

RUN LIKE SHELL

Double-tap Forward with any character to dash. The Turtles can do flying kicks and elbows if you attack while dashing!

DON'T FUMBLE THE FIREBALL

TURTLE TIP 3

While the manual says to press B to pick up the Fireball, you actually should press Down and B. Hope that makes things as clear as crystal soda pop.

While my brothers were partying, I studied the blade. I also studied the slide kick, which is why I am the only Turtle in this game who can perform this ancient move by pressing Down and A.

FROM THE TOP ROPE

TURTLE TIP 4

In the air, hit Down and B to do a big body splash with Hothead. Everybody out of the pool!

ECLIPSE TIP!

Want to enable Hothead vs. Hothead matches (and other cool stuff) without having to use the trick above? Just hit up the Cowabunga Collection's Enhancements menu!

TURTLE TIP

5

FIREBALL

Occasionally during each match, Splinter will drop a fireball power-up into the arena. Pick it up by pressing Down + B, then press ↓ ↘ → B to perform the move. The projectile is different for every character!

FIREBALL

↓ ↘ → + Punch

LEONARDO

RAPHAEL

DONATELLO

MICHELANGELO

HOTHEAD

CASEY JONES

SHREDDER

LEONARDO

SPECIAL MOVE

TORNADO SPINNING KICK

↓ ↙ ← + KICK

PUNCH

KICK

B BACK A INTERACT

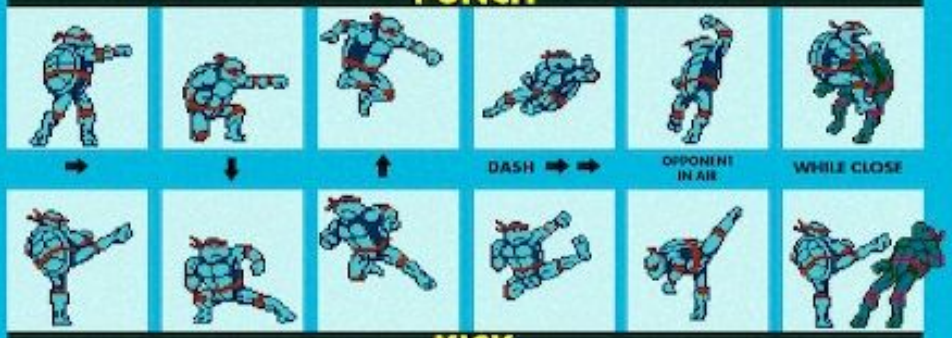
RAPHAEL

SPECIAL MOVE

POWER DRILL

(HOLD) ⬅ ➡ + PUNCH

PUNCH



KICK

MICHELANGELO

SPECIAL MOVES

KANGAROO KICK 1

(HOLD) ↙ ➡ + PUNCH

KANGAROO KICK 2

(HOLD) ↙ ➡ + KICK

PUNCH

KICK

DONATELLO

SPECIAL MOVE

HEEL DROP

(HOLD) ⬇ ⬆ + KICK

PUNCH

KICK

CASEY JONES

SPECIAL MOVES

SOMERSAULT STICK

(HOLD) ⬇ ⬆ + PUNCH

SPIRAL ATTACK

➡ ⬇ ⬅ + PUNCH

HOTHEAD

SPECIAL MOVE

FIRE BREATH

↓ ↘ + PUNCH

PUNCH

KICK

SHREDDER

SPECIAL MOVES

EXPLOSION PUNCH

PUNCH REPEATEDLY

BURST ATTACK

➡ ⬇ + PUNCH

PUNCH

KICK

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

The Turtles and their best buds travel all the way to Dimension X to square off against their own evil clones, in a GEN console fighting tournament where the fate of the dimensions is on the line!

ORIGINAL RELEASE DATE: December 10, 1993 September 1993

TURTLE TIP

1

Looking for a change of scenery? You can break through the floor and find hidden areas by body-slamming your opponent twice in any of these stages: Ice Planet (Casey Jones), Spaceship (April O'Neil), Technodrome (Krang), or Dojo (Karai).

ECLIPSE TIP!

If you want to play as the boss characters Triceraton, Karai, and Krang, you'll have to turn that on in this collection's Enhancement menu.

LEONARDO

ULTRA DESPERATION ATTACK

← → ↘ ↓ ↙ + TAUNT

When life bar flashing

SPECIAL MOVES

GROUND SWELL

↓ ↙ ← + ATTACK

JUMPING STUD

→ ↓ ↙ + ATTACK

ROLLING CUTTER 1

↓ ↘ → + ATTACK

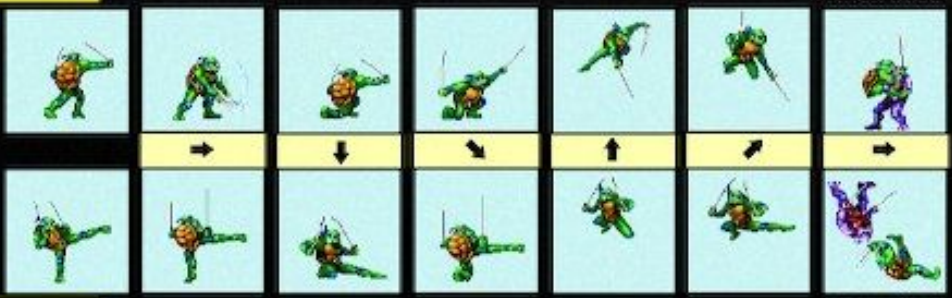
ROLLING CUTTER 2

↓ ↘ → + ATTACK

In the Air

PUNCH

When close



KICK

When close

B BACK A INTERACT

MICHELANGELO

ULTRA DESPERATION ATTACK

→ ← ↙ ↓ + TAUNT

When life bar flashing

SPECIAL MOVES

HURRICANE

← ↙ ↓ ↘ → + ATTACK

'CHOPPER 'CHUKER

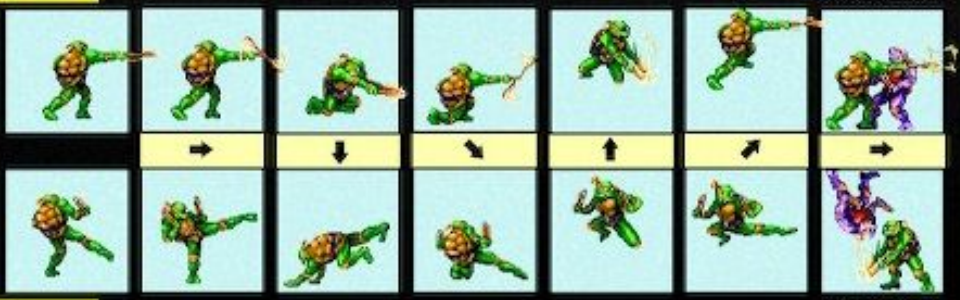
↓ ↘ → ↗ + ATTACK

FLYING TACKLE

(Hold) ↓ ↘ + ATTACK

PUNCH

When close



KICK

When close

DONATELLO

ULTRA DESPERATION ATTACK

→ ← ↙ ↓ + TAUNT

When life bar flashing

SPECIAL MOVES

VACUUM WAVE

(Hold) ← → + ATTACK

ROTO BO

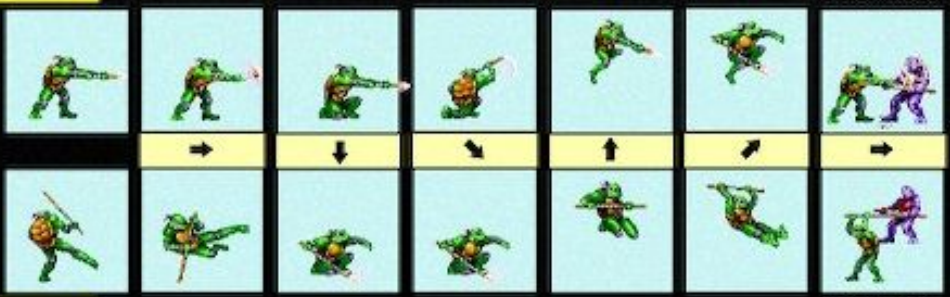
(Hold) ↓ ↑ + ATTACK

BLUR ATTACK

→ ← → + ATTACK

PUNCH

When close



KICK

When close

B BACK A INTERACT

RAPHAEL

ULTRA DESPERATION ATTACK

← → ↘ ↓ ↙ + TAUNT

When life bar flashing

SPECIAL MOVES

SAI SLASH

↓ ↘ → + ATTACK

SPARK PLUG

(Hold) ↓ ↑ + ATTACK

POWER DRILL

↓ ↙ ← + ATTACK

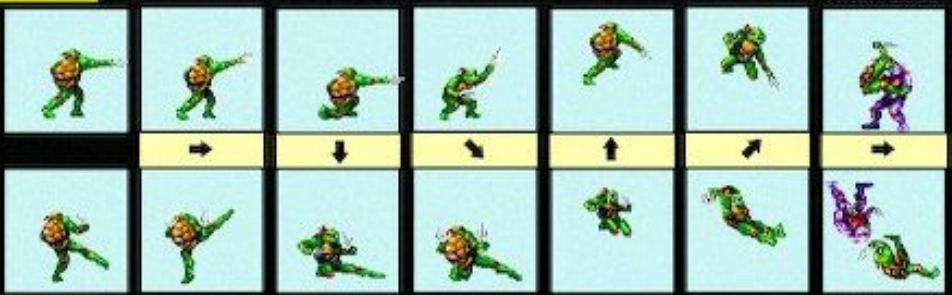
AIR POWER DRILL

→ ↓ ↘ + ATTACK

In the Air

PUNCH

When close



KICK

When close

CASEY JONES

ULTRA DESPERATION ATTACK

→ ← → + TAUNT

When life bar flashing

SPECIAL MOVES

REBOUNDER

→ ↘ ↓ ↙ ← + ATTACK

STICK LARIAT

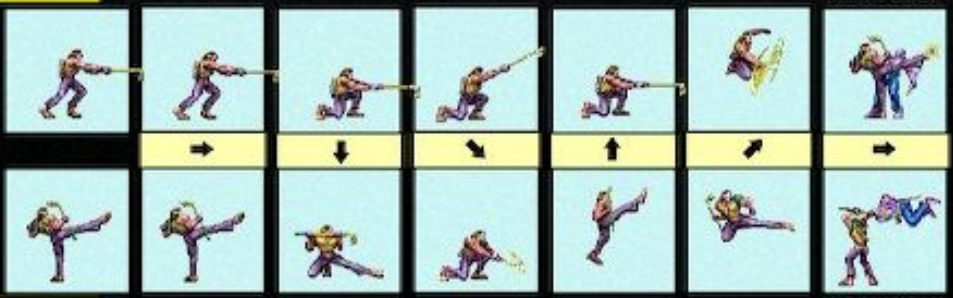
↓ ↘ → + ATTACK

THE LONG BOMB

↓ + TAUNT

PUNCH

When close



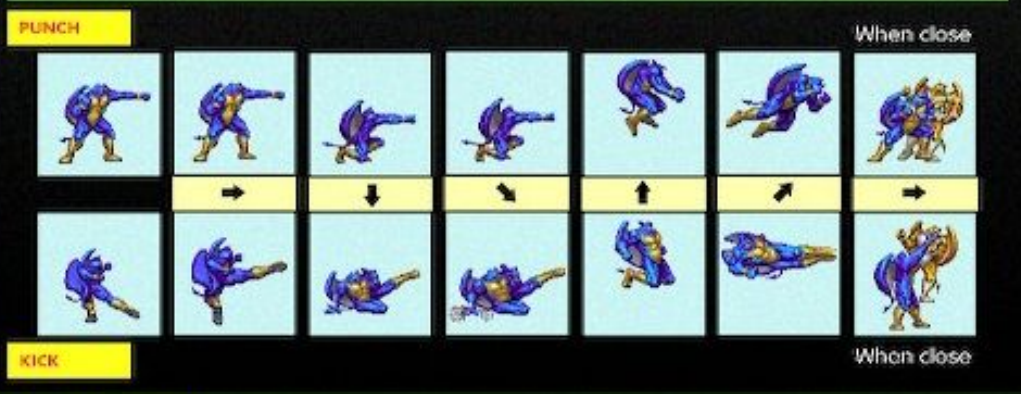
KICK

When close

B BACK A INTERACT

RAY FILLET

SPECIAL MOVES



APRIL O'NEIL

ULTRA DESPERATION ATTACK

← → ↘ ↓ ↙ + TAUNT

When life bar flashing

SPECIAL MOVES

BACK DRIVE ELBOW

↓ ↙ ← + ATTACK

NINJA CLAW

ATTACK REPEATEDLY

NINJA ATTACK 1

(Hold) ↓ ↑ + ATTACK

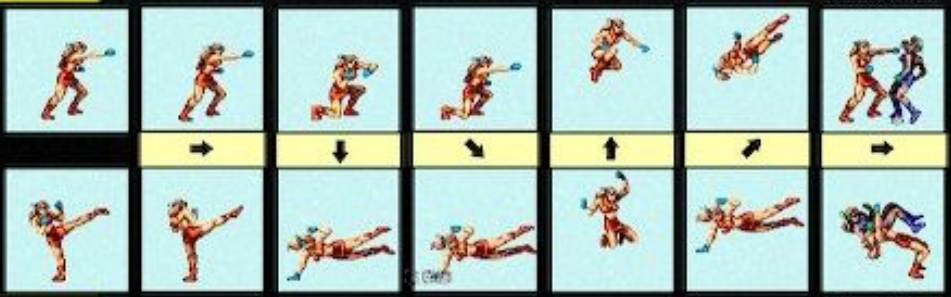
NINJA ATTACK 2

(Hold) ↓ ↑ + ATTACK + ATTACK

At Jump's Apex

PUNCH

When close



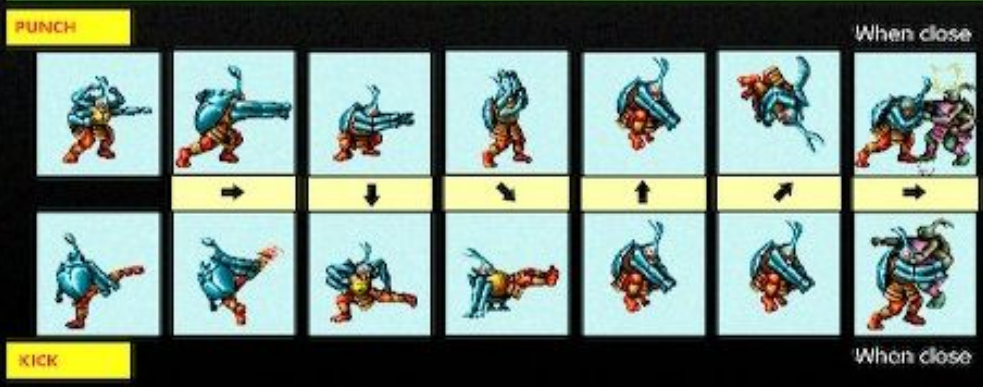
KICK

When close

B BACK A INTERACT

SISYPHUS

SPECIAL MOVES



TRICERATON

ULTRA DESPERATION ATTACK

← → ↘ ↓ ↙ + TAUNT

When life bar flashing

SPECIAL MOVES

POISON BREATH

← ↙ ↓ ↘ → + ATTACK

SPINNING DINOSAUR 1

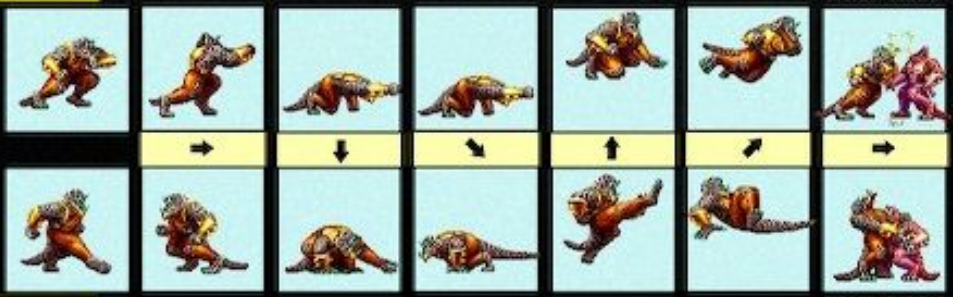
(Hold) ← → + ATTACK

SPINNING DINOSAUR 2

(Hold) ↓ ↑ + ATTACK

PUNCH

When close



KICK

When close

B BACK A INTERACT

KRANG

SPECIAL MOVES

DOUBLE ROCKET

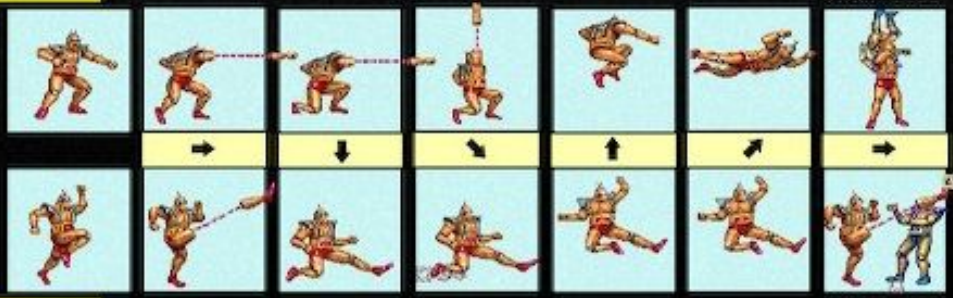
↓ ↘ → + ATTACK

DOUBLE LOW ROCKET

↓ ↙ ← + ATTACK

PUNCH

When close



KICK

When close

KARAI

SPECIAL MOVES

KARAI SPECIAL 1

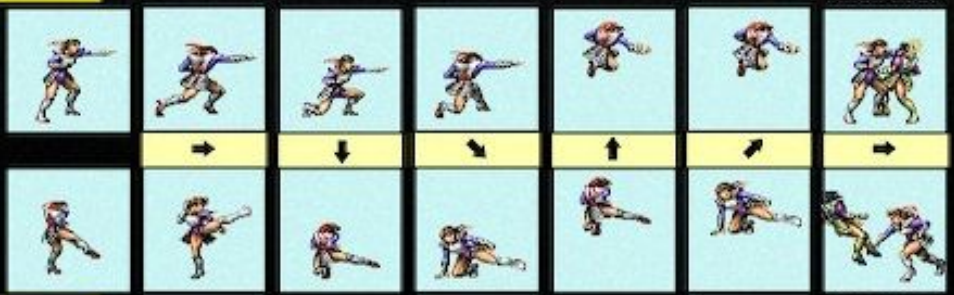
(Hold) ← → + ATTACK

KARAI SPECIAL 2

→ ← → + ATTACK

PUNCH

When close



KICK

When close

B BACK A INTERACT